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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/697,939	10/31/2003	Toshiaki Suzuki	723-1448	8931

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NIXON & VANDERHYE, PC
901 NORTH GLEBE ROAD, 11TH FLOOR
ARLINGTON, VA 22203

EXAMINER	
RADA, ALEX P	
ART UNIT	PAPER NUMBER
3714	
MAIL DATE	DELIVERY MODE
11/04/2008	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No.	Applicant(s)	
	10/697,939	SUZUKI, TOSHIAKI	
	Examiner	Art Unit	
	ALEX P. RADA	3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *01 July 2008*.

2a)☒ This action is **FINAL**. 2b)☐ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-7,12-18,20-26,31-37 and 46-51* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-7, 12-18, 20-26, 31-37 and 46-51* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Response to Amendment

In response to the amendment filed 1 July 2008 wherein applicant amends claims 1, 5-6, 15, 20, 24-26, 31-36, canceled claims 8-11, 19, 27-30, 38-45, adds new claims 46-51 and claims 1-7, 12-18, 20-26, 31-37 and 46-51 are pending in this application.

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (e) the invention was described in a patent granted on an application for patent by another filed in the United States before the invention thereof by the applicant for patent, or on an international application by another who has fulfilled the requirements of paragraphs (1), (2), and (4) of section 371(c) of this title before the invention thereof by the applicant for patent.

The changes made to 35 U.S.C. 102(e) by the American Inventors Protection Act of 1999 (AIPA) and the Intellectual Property and High Technology Technical Amendments Act of 2002 do not apply when the reference is a U.S. patent resulting directly or indirectly from an international application filed before November 29, 2000. Therefore, the prior art date of the reference is determined under 35 U.S.C. 102(e) prior to the amendment by the AIPA (pre-AIPA 35 U.S.C. 102(e)).

2. Claims 1-7, 12-18, 20-26, 31-37 and 46-51 are rejected under 35 U.S.C. 102(e) as being anticipated by Miyamoto et al. (US Pub. 2002/0165028).

Regarding claims 1 and 20, Miyamoto et al. (hereafter Miyamoto) discloses a game system comprising: first display control programmed logic circuitry that causes an object, contained in a first game space represented by a three-dimensional coordinate system, to be displayed on the first

display (figures 1-5 ;wherein first display in a first game space represented by a three-dimensional coordinate system shown); and second display control programmed logic circuitry that causes an object, contained in a second game space represented by a two-dimensional coordinate system, to be displayed on the second display (figures 1-5 ;wherein second display in a second game space represented by a two-dimensional coordinate system shown); and coordinate converting programmed logic circuitry which performs a coordinate conversion process, in which coordinates indicating a current location of the object in the first game space are projected on a plane corresponding to the second game space, so as to convert the coordinates in the first game space to coordinates in the second game space, thereby calculating coordinates indicating a location of a shadow of the object, wherein the second display control programmed logic circuitry further displays an image, created so as to correspond to the object which is present in the first game space and whose coordinates have been projected in the location indicated by the coordinates calculated by the coordinate conversion process, as a related image of the object (figures 3-5; wherein the current location of a player is shown corresponding to the other players within the game or game level).

Regarding claims 2 and 21, Miyamoto discloses a game system wherein the first display control programmed logic circuitry causes only the first game space to be displayed on the first display (figure 1; wherein a general map is shown), and the second display control programmed logic circuitry causes only the second game space to be displayed on the second display (figures 2-5 and col. 8, lines 4-20; wherein each user has a personal map and location of there own character).

Regarding claims 3 and 22, Miyamoto discloses a game system wherein the object is a player character controllable by a player (figures 1-5; wherein each player controls there own character shown).

Regarding claims 4 and 23, Miyamoto discloses a game system wherein the object is moving object (figures 1-5; wherein the moving objects are characters within the game).

Regarding claims 5, 24, 48 and 51, Miyamoto discloses a game system wherein condition judging programmed logic circuitry configured to determine whether predetermined conditions are satisfied; and character moving programmed logic circuitry configured to move a player character between the first game space and the second game space when the condition judging programmed logic circuitry determines that the predetermined conditions are satisfied; character location determining programmed logic circuitry configured to determine in which one of the first game space and the second game the player character is located; and wherein when the character location determining programmed logic circuitry determines that the player character is located in the first game space, the first display control programmed logic circuitry causes the player character to be displayed on the first display, and when the character location determining programmed logic circuitry determines that the player character is located in the second game space, the second display control programmed logic circuitry causes the player character to be displayed on the second display (figures 1-5; wherein moving of the character from the first game space to the second game space is the representation of one of the characters as a symbol on the main display in order to determine a player characters).

Regarding claims 6 and 25, Miyamoto discloses a game system wherein the second display control programmed logic circuitry causes a related image representing a shadow of an object located in the first game space, to be displayed on the second display (figures 1-5; wherein each character is represented on the main screen as a shadow from each of the other game players portable devices to determine there players character position).

Regarding claims 7 and 26, Miyamoto discloses a game system wherein the first display control programmed logic circuitry includes a first storage section for storing data used for displaying the first game space (figure 1; wherein each portable game device has a storage means), the second display control programmed logic circuitry includes a second storage section for storing data used for displaying the second game space (figure 1; wherein each portable game device has a storage means), the first storage section stores object data for displaying an object located in the first game space but not located in the second game space (figures 2-5; wherein a general map is shown and different view points from each character is not shown in the other display), the second storage section stores related image display data for displaying a related image representing a shadow of the object located in the first game space but not located in the second game space (figures 2-5; wherein a general map is shown having different icons (shadows) that represent different characters on the first display and the user having the same screen as the main screen thus an object no located on the second display), and based on the related image display data, the second display control programmed logic circuitry causes the related image representing a shadow to be displayed on the second display (figures 2-5; wherein each portable device is capable of changing from a common display to a individual display).

Regarding claims 12 and 31, Miyamoto discloses a game system wherein the second display control programmed logic circuitry changes a size of the related image in accordance with a virtual relative positional relationship between the object located in the first game space and the second game space (figure 2-5; wherein the individual character game screen is a related image that is of a different size).

Regarding claims 13 and 32, Miyamoto discloses a game system wherein a first game machine for generating image data representing the first game space and outputting the image data

to the first display; and a second game machine for generating image data representing the second game space and outputting the image data to the second display (figures 2-5).

Regarding claims 14 and 33, Miyamoto discloses a game system wherein the second game machine obtains a position in the first game space of the object located in the first game space from the first game machine and, based on the obtained position, causes the related image to be displayed on the second display (figures 2-5).

Regarding claims 15 and 34, Miyamoto discloses a game system wherein the second game machine includes predicting programmed logic circuitry configured to predict a position in the first game space of the object located in the first game space and, based on the predicted position, causes the related image to be displayed on the second display (figures 2-5).

Regarding claims 16 and 35, Miyamoto discloses a game system wherein the second game machine stores a motion pattern of the object located in the first game space, and based on the motion pattern, the predicting programmed logic circuitry predicts a position in the first game space of the object (figures 2-5).

Regarding claims 17 and 36, Miyamoto discloses a game system wherein the second game machine stores in advance a position of a fixed object fixedly located in the first game space and, based on the position, causes the related image of the fixed object to be displayed (figures 2-5; wherein the fixed object to be displayed are the aesthetics of the game for example the wall or barriers).

Regarding claim 18, Miyamoto discloses a game system wherein the second game machine is a portable game machine including the second display (figure 1).

Regarding claims 46 and 49 Miyamoto discloses a game system comprising: first display control programmed logic circuitry that causes an object (figures 1-5), contained in a first game

space represented by a three-dimensional coordinate system, to be displayed on the first display (figures 1-5); and second display control programmed logic circuitry that causes an object, contained in a second game space represented by a two-dimensional coordinate system, to be displayed on the second display (figures 1-5), wherein the first display control programmed logic circuitry includes: programmed logic circuitry which provisionally places the object present in the second game space (figures 1-5), in the first game space at a location on a plane corresponding to the second game space, the location corresponding to a current location of the object in the second game space; and programmed logic circuitry which, in accordance with a camera capturing the provisionally placed object from the plane's side and in accordance with a light illuminating the provisionally placed object from the plane's side, displays, on the first display, a shadow of the provisionally placed object which is cast on another object in the first game space (figures 1-5; wherein one of the game player characters viewing another game player character standing opposite of the first game player character to be the object being placed in the second game space in the fi8rst game space at a location on a plane corresponding to the second game space wherein the icons that represent the characters are displayed on the map).

Regarding claims 47 and 50, Miyamoto discloses a game system wherein the first display control programmed logic circuitry causes only the first game space to be displayed on the first display, and the second display control programmed logic circuitry causes only the second game space to be displayed on the second display (figures 1-5).

Response to Arguments

3. Applicant's arguments with respect to claims 1-7, 12-18, 20-26, 31-37 and 46-51 have been considered but are moot in view of the new ground(s) of rejection.

Conclusion

4. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to ALEX P. RADA whose telephone number is (571)272-4452. The examiner can normally be reached on Monday - Thursday, 09:00-6:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Peter Vo can be reached on 571-272-4690. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like

assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Dmitry Suhol/
Supervisory Patent Examiner, Art Unit 3714

/A. P. R./
Examiner, Art Unit 3714